

Glossary: Special abilities (Winter's Fury)

The following is a list of all the abilities associated with special items and hero careers. The letters in brackets after each name refers to the type of ability – speed (sp), combat (co), modifier (mo), passive (pa) and death move (dm).

Unless otherwise stated in the text, each ability can only be used *once* during a combat – even if you have multiple items with the same ability (i.e. if you have two items with the *piercing* ability, you can still only use *piercing* once per combat). The same rule applies to passive abilities (i.e. even if you have two items with the *venom* ability, you can only have one *venom* effect in play at a time).

Acid (mo): Add 1 to the result of each die you roll for your damage score for the duration of the combat. (Note: if you have multiple items with *acid*, you can still only add 1 to the result.)

Aftershock (co): Use instead of rolling for a damage score to inflict 1 damage die to two opponents (they must be next to each other on the combat list), ignoring *armour*. Roll separately for each. This ability can only be used once per combat.

Agility (mo): Use to change a [6] result to a [1] when rolling for attack speed. This ability can only be used once per combat.

Anguish (pa): Allows you to play *curse* and *fear* twice in the same combat.

Arcane feast (co): Use instead of rolling for a damage score to lower your opponent's *magic* by 2 and raise your own *magic* by 2 for the remainder of the combat. This ability can only be used once per combat.

Armour plating (pa): For every 2 points of *toughness* that your transport has remaining (rounding down), you may increase your hero's *armour* by 1 for the duration of a combat. (If your transport had a *toughness* of 9, you could increase your *armour* by 4.)

Barbs (pa): You automatically inflict 1 damage to all of your opponents at the end of every combat round. This ability ignores *armour*.

Best laid plans (pa): (see entry **547** for full description.) This ability can only be used once per combat.

Bleed (pa): If your damage dice/damage score causes health damage to your opponent, they continue to take a further point of damage at the end of each combat round. This damage ignores *armour*.

Blind (sp): (see *webbed*). You can only use *blind* once per combat.

Blind strike (co): If you play a *blind*, *immobilise*, *knockdown*, *stun* or *webbed* ability, you can immediately inflict 2 damage dice to the affected opponent, ignoring *armour*. If you have won the round, you can still roll for a damage score as normal. This ability can only be used once per combat.

Blizzard (co): Instead of rolling for a damage score, you can cast *blizzard*. This causes 2 damage dice to two opponents, ignoring *armour* (they must be next to each other on the combat list). Roll separately for each. At the end of the next combat round, each opponent also suffers an extra die of damage, ignoring *armour*.

Blood frenzy (pa): If a *bleed* effect is in play then you may raise your *speed* by 1.

Blood oath (mo): Sacrifice 4 *health* to roll an extra die for your damage score. This ability can only be used once per combat.

Bloody maiden (mo): You may add 2 to each die you roll for damage for one combat round. This ability can only be used once per combat.

Boneshaker (mo): Use this ability to reroll all of your opponent's speed dice. This ability can only be used once per combat.

Brittle edge (pa): Each time an opponent wins a combat round and rolls for a damage score, your opponent immediately takes 2 damage, ignoring *armour* (whether they cause health damage or not).

Chaotic catalyst (co): (see entry **484** for full description.) This ability can only be used once per combat.

Charge (sp): In the first round of combat, you may increase your *speed* by 2.

Charm (mo): You may reroll one of your hero's dice any time during a combat. You must accept the result of the second roll. If you have multiple items with the *charm* ability, each one gives you a reroll.

Choke hold (mo): If you play a combat ability and cause health damage to an opponent, you can immediately use *choke hold*. This inflicts 2 damage dice to your opponent (in the case of multiple opponents, you can choose your victim) and also lowers their *speed* by 1 for the next combat round. This ability can only be used once per combat.

Cleave (co): Instead of rolling for a damage score, you can use *cleave*. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. You can only use *cleave* once per combat.

Cold snap (mo): Reroll any die for damage, adding 2 to the result. This ability can only be used once per combat.

Command (co): When an opponent wins a combat round, use *command* to instantly halt their attack, allowing you to roll for damage instead as if you had won the combat round. This ability can only be used once per combat.

Corrode (co): (see *rust*). You can only use *corrode* once per combat.

Corruption (co): If your damage score causes health damage to an opponent you can inflict *corruption* on them, lowering their *brawn* or *magic* score by 2 for the remainder of the combat. This ability can only be used once per combat.

Counter (co): If your opponent wins a combat round, you can use *counter* to lower your opponent's damage score by 2 and inflict 1 damage die back to them, ignoring *armour*. This ability can only be used once per combat.

Coup de grace (pa): When an opponent is reduced to 10 *health* or less, you can immediately use *coup de grace* to reduce them to zero *health*. You can only use *coup de grace* once per combat.

Crawlers (sp): Cover your opponent in creepy-crawlies, forcing them to itch and scratch their way through the combat. This lowers their *speed* by 1 for two combat rounds. *Crawlers* can only be used once per combat.

Creeping cold (co + pa): Instead of rolling for a damage score, you can cast *creeping cold* on one opponent. This does 1 damage at the end of every combat round. For each [6] result you roll for any subsequent damage scores, *creeping cold* increases its damage by 1. This ability can only be used once.

Critical strike (mo): Change the result of all dice you have rolled for damage to a [6]. You can only use this ability once per combat.

Cruel twist (mo): If you get a [6] result when rolling for your damage score, you can use *cruel twist* to roll an extra die for damage. This ability can only be used once per combat.

Crystal armour (mo): (see entry **431** for full description.) This ability can only be used once per combat.

Cunning (mo): You may raise your *brawn* score by 3 for one combat round. You can only use *cunning* once per combat.

Cure (-): Use at any time to remove two defeats from your hero sheet.

Curse (sp): (see *webbed*). You can only use *curse* once per combat.

Dark pact (co): Sacrifice 4 *health* to charge your strike with shadow energy, increasing your damage score by 4. This ability can only be used once per combat.

Darksilver (mo): Sacrifice 2 *health* to raise your *speed* by 3 for one combat round. This ability can only be used once per combat.

Deadly dance (sp): Goad your opponent with a series of dodges and feints. This automatically lowers their *speed* by 2 for one combat round, but raises their *brawn/magic* by 1 for the remainder of the combat. This ability can be used twice in the same combat, but each time it is used your opponent's *brawn/magic* is increased.

Decay (pa): You automatically inflict 1 damage to all of your opponents at the end of every combat round. This ability ignores *armour*.

Deceive (mo): (see *trickster*). You can only use *deceive* once per combat.

Deep wound (co): You can use this ability to roll an extra die when determining your damage score. You can only use this ability once per combat.

Deflect (co): (see *overpower*). You can only use *deflect* once per combat.

Disease (pa): If your damage dice/damage score causes health damage to your opponent, they continue to take 2 points of damage at the end of each subsequent combat round. This damage ignores *armour*.

Distraction (mo): (see *feint*). You can only use *distraction* once per combat.

Dodge (co): Use this ability when you have lost a combat round to avoid taking damage from your opponent's damage score. This ability can only be used once per combat.

Dogged determination (mo): You may reroll any/all of your hero's speed dice, accepting the result of the rerolled dice. This ability can only be used once per combat.

Dominate (mo): Change the result of one die you roll for damage to a 2. You can only use this ability once per combat.

Dragon fire (co): Instead of rolling for a damage score, you can blast your opponents with dragon fire. This inflicts 3 damage dice to a single opponent of your choosing, and 1 damage die to all other opponents, ignoring *armour* (roll separately for each). You can only use *dragon fire* once per combat.

Drake fire (co): (see *dragon fire*). You can only use *Drake fire* once per combat.

Dry ice (co): (see entry 484 for full description.) This ability can only be used once per combat.

Evade (co): (see *dodge*). You can only use *evade* once per combat.

Eviscerate (dm): Use *eviscerate* to automatically defeat all opponents with 5 *health* or less. This ability can only be used once per combat.

Exploit (pa): For each [1] result your opponent rolls for attack speed you automatically inflict 1 damage back to them, ignoring *armour*.

Fatal blow (co): Use *fatal blow* to ignore half of your opponent's *armour* (rounding up) when rolling for your damage score. This ability can only be used once per combat.

Fear (mo): Lower your opponent's damage score by 2 for one combat round. This ability can only be used once per combat.

Feint (mo): You may reroll some or all of your dice, when rolling for attack speed. This ability can only be used once per combat.

Finesse (mo): Use *finesse* to reroll one die for damage, adding 2 to the result. This ability can only be used once per combat.

First blood (pa): Before the first combat round you can automatically inflict 4 damage to an opponent of your choosing. (Note: This will also inflict any harmful passive abilities you have, such as *bleed* and *venom*.)

First cut (pa): Before the first combat round you can automatically inflict 1 damage to an opponent of your choosing. (Note: This will also inflict any harmful passive abilities you have, such as *bleed* and *venom*.)

Focus (mo): Use any time in combat to raise your *magic* score by 3 for one combat round. You can only use this ability once per combat.

Freeze (mo): Use any time in combat to ignore the passive damage you would ordinarily suffer at the end of a combat round for two rounds. You can only use this ability once per combat.

Frenzy (sp): Increase your *speed* by 3 for one combat round. You can only use *frenzy* once per combat.

Frost burn (mo): Use any time in combat to add 2 to your damage score. This ability can only be used once per combat.

Frost guard (mo): Use any time in combat to raise your *armour* score by 3 for one combat round and lower all your opponents' *speed* by 1 for the next round only. You can only use this ability once per combat.

Frost hound (dm): (requires Syn's heart) When you defeat an opponent, you can transform the corpse into a frost hound. The hound will immediately attack another single opponent, inflicting 2 damage per round (ignoring *armour*) for the duration of the combat. You can only use this ability once per combat, to summon a single hound.

Frostbite (co): If your damage score causes health damage to your opponent, you can also cast *frostbite*. This lowers your opponent's *speed* by 1 for the next two combat rounds. This ability can only be used once per combat.

Furious sweep (co): Instead of rolling for a damage score, you can use *furious sweep*. Roll 2 damage dice and apply the result to each of your

opponents, ignoring their *armour*. Your *speed* is lowered by 1 for the next round only. You can only use this ability once per combat.

Gambit (pa): Each time you play a death move special ability, roll a die. On a [6] result you may also regain a *speed* or *modifier* ability that you have already played – allowing you to use that chosen ability again any time during the combat.

Getaway (pa): If you are defeated in combat, roll a die. On a [5] or [6] result, you do not need to record the defeat on your hero sheet.

Gouge (co): Increases the damage caused by the *bleed* ability by 1.

Greater heal (mo): You can cast this spell any time in combat to automatically restore 8 *health*. This ability can only be used once per combat. If you have multiple items with the *greater heal* ability, each one can be used once to restore 8 *health*.

Gut ripper (mo): (see *critical strike*). You can only use *gut ripper* once per combat.

Haste (sp): You may roll an extra die to determine your attack speed for one round of combat. You may only use this ability once per combat.

Heal (mo): You can cast this spell any time in combat to automatically heal yourself for 4 *health*. This ability can only be used once per combat. If you have multiple items with the *heal* ability, each one can be used once to restore 4 *health*.

Heart steal (pa): Whenever you use *piercing* or *deep wound* in combat, you may automatically roll an extra die for damage.

Heavy blow (co): (see *deep wound*). You can only use *heavy blow* once per combat.

Hooked (mo): Use this ability to save one die result from your attack speed roll to use in the next combat round. You cannot change or reroll the saved die. *Hooked* can only be used once per combat.

Hurricane rush (co): Give into your fury and become a reckless whirlwind of death! Use this ability instead of rolling for a damage score, to inflict 2 damage dice to each opponent ignoring *armour* (roll separately for each), but for every opponent you hit you must take 1 damage in return, ignoring *armour*. You can only use this ability once per combat.

Ice edge (pa): Any [6] result for your damage score will lower your opponent's *speed* by 1 in the next combat round.

Ice hooks (pa): Scale sheer and treacherous surfaces with these sharp climbing claws. You will be told when you can use this ability.

Ice mantle (pa): You may permanently raise your *armour* by 2. You are also immune to any effects/abilities that would lower your *armour* in combat.

Ice slick (mo): If you roll a [6] for attack speed, you may roll an extra die. This ability can only be used once per combat.

Immobilise (sp): (see *webbed*). You can only use *immobilise* once per combat.

Immolation (co): Instead of rolling for a damage score, you can cast *immolation*. Roll 1 damage die and apply the result to any two of your opponents, ignoring *armour*. This also lowers their *armour* by 1 for the remainder of the combat. You can only use *immolation* once per combat.

Impale (co): A penetrating blow that increases your damage score by 3. In the next combat round, your opponent's *speed* is lowered by 1. You can only use *impale* once per combat.

Insight (mo): Cast any time in combat to lower your opponent's *armour* by 2 for two combat rounds. You can only use *insight* once per combat.

Insulated (pa): This ability will protect you from some opponents' frost attacks. See combat descriptions for when you can use this ability.

Intimidate (mo): Use to reroll all dice for attack speed, for both yourself and your opponent. You must accept the rerolled results. You can only use *intimidate* once per combat.

Iron will (mo): (see *might of stone*). You can only use *iron will* once per combat.

Knockdown (sp): (see *webbed*). You can only use *knockdown* once per combat.

Lash (co): (see *cleave*). You can only use *lash* once per combat.

Lightning (pa): Every time you take health damage as a result of an opponent's damage score/damage dice, you automatically inflict 2 points of damage to them in return. This ability ignores *armour*. (Note: If you

have multiple items with *lightning*, you still only inflict 2 damage.)

Malefic runes (pa): For each opponent you defeat (reduced to zero *health*), you may raise your *magic* score by 1 for the remainder of the combat.

Malice (mo): You may raise your *brawn* score by 3 for one combat round. You can only use *malice* once per combat.

Mangle (pa): For each [6] you roll for your damage score, you can add 2 to the result.

Mental freeze (mo): Use any time in combat to lower an opponent's *magic* score by 3 for two combat rounds. You can only use this ability once per combat.

Might of stone (mo): You may instantly increase your *armour* score by 3 for one combat round. You can only use this ability once per combat.

Mind flay (co): Instead of rolling for a damage score you can cast *mind flay*. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. For each opponent that takes damage, you may restore 2 *health* to your hero. This ability can only be used once per combat.

Mortal wound (mo): You may raise your *brawn* score by 4 for one combat round. You can only use this ability once per combat.

Murder (dm): Use to inflict 1 damage to a chosen opponent at the end of every combat round, and lower their *speed* by 1 for the remainder of the combat. You can only use this ability once per combat.

Nail gun (co): Instead of rolling for a damage score, you can use the nail gun. This inflicts 2 damage dice to a single opponent, ignoring *armour*. It also reduces their *armour* score by 2 for the remainder of the combat. You can only use the *nail gun* once per combat.

Necrosis (-): (see entry 98 for full description.)

Overload (co): You can use the *overload* ability to roll an extra dice when determining your damage score. You can only use this ability once per combat.

Overpower (co): This ability stops your opponent from rolling for damage after they have won a round, and automatically inflicts 2 damage dice,

ignoring *armour*, to your opponent. You can only use *overpower* once per combat.

Pain barrier (mo): Heal yourself for the total passive damage inflicted to a single opponent in the current combat round. (For example, if an opponent was inflicted with *bleed* and *disease*, you would be able to heal 3 *health* – 1+2). This ability can only be used once per combat.

Pain sink (pa): (see *freeze*). You can only use *pain sink* once per combat.

Parasite (mo): Use this ability any time in combat to automatically raise one of your attributes (*speed*, *brawn*, *magic* or *armour*) to match your opponent's. The effect wears off at the end of the combat round. You can only use *parasite* once per combat.

Persuade (pa): When selling items to vendors (such as pelts or jewels), you may increase the cost of the item by 10 gold crowns.

Petrify (dm): (see *murder*). You can only use *petrify* once per combat.

Phantom (co): Instead of rolling for a damage score, you can summon a phantom. Your phantom has a *health* of 8 and will absorb any damage that would normally be applied to your hero at the end of a combat round. Once the phantom is reduced to zero *health*, it is banished and any outstanding passive damage is then passed back to your hero. This ability can only be used once per combat.

Pick 'n' mix (mo): When you use this potion, roll a die. On a [1] or [2] result, you restore 2 *health*. On a [3] or [4] result, you restore 4 *health*. On a [5] or [6] result, you restore 6 *health*.

Piercing (co): Use *piercing* to ignore your opponent's *armour* and apply your full damage score to their *health*. This ability can only be used once per combat.

Poison cloud (co): Instead of rolling for a damage score you can cast *poison cloud*. This inflicts 1 damage to two opponents at the end of every combat round for the duration of the combat. (Your chosen targets must be next to each other on the combat list). This ability can only be used once per combat.

Power totem (co + pa): (see entry 686 for full description.) This ability can

only be used once per combat.

Protection (mo): Use any time in combat to turn an opponent's [6] result for their damage score into a [1]. This ability can only be used once per combat.

Punch drunk (co): When your opponent's damage score causes health damage, you can use *punch drunk* to increase your *armour* by 4 for the *next* combat round only. This ability can only be used once per combat.

Quicksilver (sp): Increase your *speed* by 2 for one combat round. You can only use *quicksilver* once per combat.

Radiance (sp): Lower your opponent's speed by 2 for one combat round. This ability can only be used once per combat.

Rake (co): Instead of rolling for a damage score, you can *rake* an opponent. This inflicts 3 damage dice, ignoring *armour*. (Note: You cannot use modifiers with this ability.) You can only use *rake* once per combat.

Rallying call (co): (requires a horn in the left hand) Instead of rolling for a damage score you can issue a rallying call. This instantly restores 6 *health* and raises your *brawn* by 2 for the next combat round only. This ability can only be used once per combat.

Reaper (mo): For each 5 health damage that your damage score inflicts on an opponent in this round, you can heal 1 *health* (rounding down). For example, if you inflicted 19 damage to an opponent, you could heal 3 *health*. You can only use *reaper* once per combat.

Rebound (co): When your opponent's damage score causes health damage, you can use *rebound* to increase your *speed* by 2 for the next combat round only. You can only use *rebound* once per combat.

Recall (mo): Cast any time in combat to restore a modifier ability that you have already used. You can only use *recall* once per combat.

Recharge (dm): You regain a speed or modifier ability that you have already used in combat – allowing you to use it again. *Recharge* can only be used once per combat.

Reckless (sp): Use this ability to roll an extra die for your attack speed. However, if you lose the combat round your opponent gets an extra damage die.

Recovery (dm): Immediately restore one modifier ability that you have already used. You can only use this ability once per combat.

Recuperation (dm): Gain 1 *health* at the end of each combat round for the duration of the combat. This ability can only be used once per combat.

Regrowth (mo): You can cast this spell any time in combat to automatically restore 6 *health*. This ability can only be used once per combat. If you have multiple items with the *regrowth* ability, each one can be used once to restore 6 *health*.

Resolve (mo): Cast this spell any time in combat to raise your *armour* by 4 for one combat round. This ability can only be used once per combat.

Retaliation (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage die back to them, ignoring *armour*. You can only use this ability once per combat.

Revenge (co): When your opponent's damage score causes health damage, you can immediately retaliate by inflicting 1 damage die to *all* remaining opponents, ignoring *armour*. You can only use *revenge* once per combat.

Roll with it (mo): If you win a round, you can use the result of *one* of your attack speed dice for your damage score (adding your *brawn* as normal). You can only use this ability once per combat.

Rust (co): If your damage score causes health damage to your opponent, you can lower the same opponent's *armour* by 2 for the remainder of the combat. This ability can only be used once per combat.

Salvation (pa): Each time you use a *heal*, *regrowth* or *greater heal* ability you can increase its *health* benefit by 1.

Savage call (co): Instead of rolling for a damage score, you can utter a *savage call*. This will automatically raise your *brawn* score by 2 for the remainder of the battle.

Savagery (mo): You may raise your *brawn* score by 2 for one combat round. You can only use *savagery* once per combat.

Scarlet strikes (dm): Automatically inflict damage equal to the *brawn* of your main hand and left hand weapons to all remaining opponents,

ignoring *armour*. *Scarlet strikes* can only be used once per combat.

Sear (mo): Add 1 to the result of each die you roll for your damage score for the duration of the combat. (Note: if you have multiple items with *sear*, you can still only add 1 to the result.)

Shackles (sp): (see *webbed*). You can only use *shackles* once per combat.

Shadow thorns (dm): Summon barbed roots to rip and tear at your opponents. This causes 1 die of damage to each opponent (roll once and apply the same damage to each). *Shadow thorns* can only be used once per combat.

Shape shift (co): Instead of rolling for a damage score, you can let Nanuk take full control of your body, shape shifting into a bear. This raises your *brawn* by 3 and restores 4 *health* but also lowers your *armour* to zero for the remainder of the combat. While in bear form, you cannot use combat abilities but you do benefit from *blood frenzy*. Once you have shape shifted, you cannot change back until the combat is over.

Shatter (co): If your damage score causes health damage to your opponent, you can also *shatter* them. This reduces their *armour* by 2 for the remainder of the combat. You can only use *shatter* once per combat.

Shock blast (co): (see *revenge*). You can only use *shock blast* once per combat.

Shoulder charge (co): Use the result of one of your speed dice for your damage score (adding your *brawn* or *magic* as normal). This ability can only be used once per combat.

Sidestep (co): (see *dodge*). You can only use *sidestep* once per combat.

Sideswipe (co): (see *retaliation*). You can only use *sideswipe* once per combat.

Silver frost (mo): Use *silver frost* to 'freeze' your opponent's attack speed result, forcing them to use the same dice result in the next combat round. You can only use *silver frost* once per combat.

Siphon (pa): All of your opponent's [6] results become a [1] when rolling for their damage score.

Sixth sense (mo): (see *watchful*). You can only use *sixth sense* once per combat.

Skewer (co): Instead of rolling for a damage score, you can *skewer* your opponents. Roll 1 damage die and apply the result to each of your opponents, ignoring their *armour*. This also lowers their *speed* by 1 for the next combat round. You can only use *skewer* once per combat.

Slam (co): Use this ability to stop your opponent rolling for damage when they have won a round. In the next combat round only, your opponent's *speed* is reduced by 1. You can only use this ability once per combat.

Sneak (mo): You may change the result of one of your opponent's speed dice to a [1]. This ability can only be used once per combat.

Sound the charge! (sp + co): (requires a horn in the left hand) Roll an extra die for your attack speed. If you win the combat round, you may also roll an extra die for your damage score. This ability can only be used once per combat.

Spectral claws (co): If you take health damage from your opponent's damage score, you can immediately strike back at them, inflicting 1 die of damage, ignoring *armour*. This ability can only be used once per combat.

Spin shot (co): Instead of rolling for a damage score, you can use *spin shot*. This ability inflicts 2 damage dice to your opponent, ignoring *armour* – plus 3 extra damage for every *speed* point difference you have over your opponent in this round. You can only use this ability once per combat.

Spirit breaker (co): Once you have successfully used *take the bait*, you can play a *spirit breaker*. This can be used in any subsequent combat round instead of rolling for a damage score. This inflicts three damage dice, ignoring *armour*, and reduces your opponent's *armour* by 2 for the remainder of the combat. This ability can only be used once per combat.

Spirit call (co + pa): Instead of rolling for a damage score after winning a round, you can summon a bear spirit to fight by your side. The bear spirit causes 2 damage at the end of each combat round to one nominated opponent. This ability can only be used once per combat.

Splinters (co): (see *cleave*). You can only use *splinters* once per combat.

Stagger (co): If your damage score causes health damage to your opponent you can *stagger* them. This lowers their *armour* to zero for the next combat round only. You can only use *stagger* once per combat.

Stampede (co): Instead of rolling for a damage score, you can summon a stampede! Choose an opponent on the combat list – they immediately take 3 damage dice, ignoring *armour*. The next opponent below them on the combat list takes 2 damage dice, and any remaining opponents below them on the list take 1 damage die, ignoring *armour*. This ability can only be used once per combat.

Sure edge (mo): If your hero is equipped with an axe, sword, dagger or spear, you can use *sure edge*. This adds 1 to each die you roll for your damage score for the duration of the combat.

Sweet spot (pa): Before a combat begins, choose a number 1–6. Each time your opponent rolls this number for their attack speed, they automatically take 2 damage.

Tactical manoeuvres (co): If your transport has a *speed* of 5 or greater, you may use *tactical manoeuvres*. This allows you to avoid taking damage from your opponent/s in a single combat round and increases your hero's *speed* by 2 for the next combat round only. This ability can only be used once per combat.

Take the bait (co): (see entry **382** for full description.) This ability can only be used once per combat.

Thorn armour (co): Use this ability to raise your *armour* by 3 for one combat round. It also inflicts 1 damage die, ignoring *armour*, to all your opponents (roll once and apply the same damage to each opponent). This ability can only be used once per combat.

Time shift (sp): You may raise your *speed* to match your opponent's for three combat rounds. You cannot play another speed ability until time shift has faded. This ability can only be used once per combat.

Thorns (pa): You automatically inflict 1 damage to all of your opponents, at the end of every combat round. This ability ignores *armour*.

Tormented soul (mo): You may sacrifice 4 *health* to instantly restore a speed or combat ability that you have already used. This ability can only be used once per combat.

Torrent (mo): When using *cleave*, *lash* or *shadow thorns*, you can roll two damage dice instead of one. This ability can only be used once per combat.

Trickster (mo): You may swap one of your opponent's speed dice for your own. You can only use *trickster* once per combat.

Twin blade (co): Use instead of rolling for a damage score to inflict the total of your attack speed dice to two opponents, ignoring their *armour* (they must be next to each other on the combat list). This ability can only be used once per combat.

Unstoppable (mo): When an opponent wins a combat round, you may spend 5 *health* to automatically win it back and roll for damage. You can only use *unstoppable* once per combat.

Upper hand (dm): You automatically win the next combat round (without needing to roll for attack speed). *Upper hand* can only be used once per combat.

Vanish (co): (see *Dodge*). Use *vanish* to turn invisible for several seconds, avoiding your opponent's damage. You can only use *vanish* once per combat.

Veiled strike (pa): Each time you use *evade*, *sidestep* or *vanish* in a combat you can immediately inflict 1 damage die to a chosen opponent, ignoring *armour*.

Venom (pa): Your opponent loses 2 *health* at the end of every combat round for the remainder of the combat. This ability ignores *armour*.

Vital artery (co + pa): Instead of rolling for a damage score after winning a round, you can use *vital artery*. This inflicts 1 damage die to a single opponent, ignoring *armour*, and does a further 1 point of damage at the end of each combat round for the duration of the combat. You can only use this ability once per combat.

Vortex (co): Instead of rolling for a damage score, you can cast *vortex* – a spinning whirlwind of dark energy. At the start of each subsequent combat round, roll a die. On a [1] or [2] result, you have been hit by the vortex and must lose 2 *health*. A result of [3] or higher, each opponent is hit instead and must lose 2 *health*. Once cast, the *vortex* stays in play for the rest of the combat. The die result cannot be modified.

Warg strike (co): Instead of rolling for a damage score you can go for the jugular by casting *warg strike*! Roll 1 die to determine the outcome. On a [1] or [2] result, your opponent takes 2 damage dice, ignoring *armour*. [3] or [4], your opponent takes 3 damage dice, ignoring *armour*. [5] or [6], your opponent takes 3 damage dice and must take an extra 1 damage at the end of every combat round for the duration of the combat. You can only use this ability once per combat.

Watchful (mo): Use any time in combat to change an opponent's [6] result to a [1]. You can only use this ability once per combat.

Wave (co): Instead of rolling for a damage score you can assault your enemies with a wave of psychic energy. This does damage equal to your current *magic* score, ignoring *armour*. You can proportion this damage amongst any/all of your opponents, but no single opponent can take more than half of your *magic* score, rounding up. You can only use *wave* once per combat

Weaver (pa): Each time you play a combat ability, you may heal 2 *health*.

Webbed (sp): This ability reduces the number of dice your opponent can roll for attack speed by 1, for one combat round only. You can only use this ability once per combat.

Wind chill (pa): Each time you play a speed ability, all opponents must automatically take 2 damage ignoring *armour*.

Windblast (sp): (See *webbed*.) You can only use *windblast* once per combat.

Windfall (co): When your opponent's damage score causes health damage, you can use *windfall* to restore one speed ability that you have already used. You can only use *windfall* once per combat.

Wither (co): Instead of rolling for a damage score, you can cast *wither*.

This inflicts 2 damage dice to a single opponent, ignoring *armour*. It also reduces their *brawn* or *magic* score by 1 for the remainder of the combat. You can only use *wither* once per combat.